WHAT IS CLAIMED IS:

1.   A rendering method for rendering a stereo model arranged in a virtual space and composed of a plurality of planes having faces on the outer side of an object to be expressed, comprising:

5   acquiring a second stereo model corresponding to a first stereo model;

making a contour drawing model by reversing the individual planes of said second stereo model;

arranging said contour drawing model at a position containing said first stereo model; and

10   drawing said first stereo model from a predetermined viewpoint position and drawing only the planes, as facing said viewpoint position, of said contour drawing model in a predetermined color.

2.   A rendering method for rendering a stereo model arranged in a virtual space and composed of a plurality of planes having faces on the outer side of an

15   object to be expressed, comprising:

acquiring a contour drawing model corresponding to said stereo model and having sides reversed at its planes corresponding to the individual planes of said stereo model;

arranging said contour drawing model at a position containing said

20   stereo model; and

drawing said stereo model from a predetermined viewpoint position and drawing only the planes, as facing said viewpoint position, of said contour drawing model in a predetermined color.

3.   The rendering method according to claim 2,

wherein said acquiring further comprises acquiring a contour drawing model corresponding to and larger than said stereo model and having sides reversed at its planes corresponding to the individual planes of said stereo model.

4.   The rendering method according to claim 2,

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wherein said acquiring further comprises acquiring a contour drawing model corresponding to said stereo model, having sides reversed at its planes corresponding to the individual planes of said stereo model and having vertexes corresponding to the individual vertexes of the planes composing said stereo model and set in the normal directions of said individual vertexes.

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5.   The rendering method according to claim 2,

wherein said acquiring further comprises acquiring a contour drawing model corresponding to said stereo model, mapped with a texture having a pattern containing a change in brightness or transparency, and having sides reversed at its planes corresponding to the individual planes of said stereo model.

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6.   A rendering method for rendering a stereo model which is arranged in a virtual space and composed of a plurality of planes having faces on the outer side of an object to be expressed, comprising:

acquiring a contour drawing model corresponding to said stereo model;

arranging said contour drawing model at a position containing said

20   stereo model; and

drawing said stereo model from a predetermined viewpoint position and drawing only the planes, as on the back of said viewpoint position, of said contour drawing model in a predetermined color.

7.   The rendering method according to claim 6,

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wherein said arranging further comprises enlarging the size of said acquired contour drawing model and arranging said contour drawing model at a position containing said stereo model.

8. The rendering method according to claim 6, further comprising:

enlarging the size of said contour drawing model by moving the individual vertexes of the planes composing said acquired contour drawing model, in the normal directions of said individual vertexes,

wherein said arranging further comprises arranging said enlarged contour drawing model, at the position containing said stereo model.

9. The rendering method according to claim 6,

wherein said arranging further comprises reducing the size of said stereo model and arranging said contour drawing model at the position containing said stereo model.

10. The rendering method according to claim 6,

wherein said drawing further comprises drawing said stereo model from the predetermined viewpoint position and drawing the planes, as on the back of said viewpoint position, of said contour drawing model by mapping only said planes with a texture having a pattern containing a change in brightness or transparency.

11. A computer-readable recording medium stored with a program for rendering a stereo model arranged in a virtual space and composed of a plurality of planes having faces on the outer side of an object to be expressed,

wherein said program is a program for activating said computer to execute:

acquiring a contour drawing model corresponding to said stereo model and having sides reversed at its planes corresponding to the individual planes of said stereo model;

arranging said contour drawing model at a position containing said stereo model; and

drawing said stereo model from a predetermined viewpoint position and drawing only the planes, as facing said viewpoint position, of said contour drawing model in a predetermined color.

12.   The computer-readable recording medium according to claim 11,

wherein said acquiring further comprises acquiring a contour drawing model corresponding to and larger than said stereo model and having sides reversed at its planes corresponding to the individual planes of said stereo model.

13.   The computer-readable recording medium according to claim 11,

wherein said acquiring further comprises acquiring a contour drawing model corresponding to said stereo model, having sides reversed at its planes corresponding to the individual planes of said stereo model and having vertexes corresponding to the individual vertexes of the planes composing said stereo model and set in the normal directions of said individual vertexes.

14.   The computer-readable recording medium according to claim 11,

wherein said acquiring further comprises acquiring a contour drawing model corresponding to said stereo model, mapped with a texture having a pattern containing a change in brightness or transparency, and having sides reversed at its planes corresponding to the individual planes of said stereo model.

15.   A computer-readable recording medium stored with a program for rendering a stereo model arranged in a virtual space and composed of a plurality of planes having faces on the outer side of an object to be expressed,

wherein said program is a program for activating said computer to execute:

acquiring a contour drawing model corresponding to said stereo model;

arranging said contour drawing model at a position containing said stereo model; and

drawing said stereo model from a predetermined viewpoint position and drawing only the planes, as on the back of said viewpoint position, of said contour drawing model in a predetermined color.

16. The computer-readable recording medium according to claim 15, wherein said acquiring further comprises acquiring a contour drawing model corresponding to and larger than said stereo model.

17. The computer-readable recording medium according to claim 15, wherein said arranging further comprises enlarging the size of said acquired contour drawing model and arranging said contour drawing model at a position containing said stereo model.

18. The computer-readable recording medium according to claim 15, wherein said arranging further comprises reducing the size of said stereo model and arranging said contour drawing model at the position containing said stereo model.

19. The computer-readable recording medium according to claim 15, wherein said drawing further comprises drawing said stereo model from the predetermined viewpoint position and drawing the planes, as on the back of said viewpoint position, of said contour drawing model by mapping only said planes with a texture having a pattern containing a change in brightness or transparency.

20. A rendering device for rendering a stereo model arranged in a virtual space and composed of a plurality of planes having faces on the outer side of an object to be expressed, comprising:

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an acquisition system that acquires a contour drawing model corresponding to said stereo model and having sides reversed at its planes corresponding to the individual planes of said stereo model;

an arrangement system that arranges said contour drawing model at a position containing said stereo model; and

a drawing system that draws said stereo model from a predetermined viewpoint position, drawing only the planes, as facing said viewpoint position, of said contour drawing model in a predetermined color.

21.   A rendering device for rendering a stereo model arranged in a virtual space and composed of a plurality of planes having faces on the outer side of an object to be expressed, comprising:

an acquisition system that acquires a contour drawing model corresponding to said stereo model;

an arrangement system that arranges said contour drawing model at a position containing said stereo model; and

a drawing system that draws said stereo model from a predetermined viewpoint position, drawing only the planes, as on the back of said viewpoint position, of said contour drawing model in a predetermined color.

22.   A game device for rendering a stereo model arranged in a virtual space and composed of a plurality of planes having faces on the outer side of an object to be expressed, comprising:

a computer; and

a computer-readable recording medium stored with a program to be executed by said computer,

wherein said program activates said computer to execute:

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an acquisition function to acquire a contour drawing model corresponding to said stereo model and having sides reversed at its planes corresponding to the individual planes of said stereo model;

an arrangement function to arrange said contour drawing model at a position

5   containing said stereo model; and

a drawing function to draw said stereo model from a predetermined viewpoint position, drawing only the planes, as facing said viewpoint position, of said contour drawing model in a predetermined color.

23.   A game device for rendering a stereo model arranged in a virtual space

10   and composed of a plurality of planes having faces on the outer side of an object to be expressed, comprising:

a computer; and

a computer-readable recording medium stored with a program to be executed by said computer,

15   wherein said program activates said computer to execute:

an acquisition function to acquire a contour drawing model corresponding to said stereo model;

an arrangement function to arrange said contour drawing model at a position containing said stereo model; and

20   a drawing function to draw said stereo model from a predetermined viewpoint position and drawing only the planes, as on the back of said viewpoint position, of said contour drawing model in a predetermined color.